Strategy, speed, tactics – all crucial factors in this all action space conflict. Every move you make the aliens will counter in an attempt to prevent you from destroying the weather control station which you must do in order to win the battle. You will need to plan a precise tactical campaign and be on your guard at all times – the aliens are waiting for you to make just one slip up, and you certainly won't get any second chances!

You have various military units under your control and also radar and explosive units. Use these carefully as the aliens have their equivalents which will soon be revealed. If you can manage to destroy all the alien units and escape in their space craft all the better, and all the more points for you.

TYPE	MOVEMENT	ARMOUR	FIRE POWER	RANGE	CROSSING ACID SWAMPS	MINEFIELDS
Radar Unit	Fast Hover	Low	Low	Adjacent		
Explosive Units	Slow Tracked	Heavy	Low	Adjacent	X	X
Hover Infantry	Fast Hover	Medium	Medium	Adjacent		
Hover Armour	Fast Hover	Medium	Medium	Long		
Strider	Slow Walking	Medium	Medium	Adjacent	X	X
*Heavy Armour	Slow Tracked	Heavy	Heavy	Medium	X	X
*Fast Strike	Fast Hover	Low	Low	Long		
*Droid	Fast Hover	Medium	Medium	Long		

* = Alien Units

HUMAN UNITS

Radar Unit – When selected with R key they will immediately change screen picture to display the area centred on that radar unit. There are 4 radar units and pressing R cycles between the units in sequence.

Explosive Units – These are nuclear units designed to be exploded with E key. To destroy the weather centre you will need to explode two units side by side. An explosive unit adjacent to a space ship or a factory will destroy it, and all units in the surrounding area at the time of explosion will be severely damaged or destroyed as well.

Hover Infantry – This is a fast and very mobile unit with medium armour and fire power. It can only attack adjacent units, but it can cross the acid swamps and minefields which you will come up against.

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Hover Armour – The same features as the Hover Infantry but with a long range attack capability.

Strider – This is a slow moving unit with medium armour and fire power. It can only attack adjacent units.

ALIEN UNITS

Heavy Armour – A slow moving unit with heavy armour and heavy fire power, but some long range attack capability.

Fast Strike – A fast hover unit with low armour and fire power but with the ability to cross acid swamps and minefields.

Droid – An equal match for the human Hover Armour unit.

GAMEPLAY

Destroying the weather control station is your major objective. To do this you will have to explode two out of your three explosives units in adjacent positions next to the weather station. If you manage to do this you must leave the planet as quickly as possible and with as many of your units as possible in one of the available space ships. If you leave the other space ship intact with alien units still on the planet you will be shot down on take off, so you will have to destroy them all before you leave or use your remaining explosive unit to destroy the other space craft.

The aliens can destroy a space craft by placing any 3 units adjacent to it and ordering them to self destruct. If both space ships and the weather station are destroyed you can either end the game or fight it out to the death.

SOME IMPORTANT POINTS

1. Units can hide in and fire from factory units.
2. Units can partly repair damage by landing on a full fuel cell. Each fuel cell can only be used once.
3. Units can only embark on space craft from the spaces adjacent to the doors.
4. Exploding explosive units will destroy all adjacent units (alien and human) on adjacent squares. If an explosive unit is destroyed by enemy fire it will explode.

HINTS

1. Protect your explosive units, you cannot win without them. Be particularly careful to keep them clear of long range enemy fire.

2. Watch out for messages on the 'Tele Printer'.
3. Keep constant watch on all your units, neglect may turn them into cannon fodder.
4. Always keep your overall target in mind.

SCORING

At the end of the game you will receive a points score table. High scores are awarded for destruction of the weather station and the alien space ship. An even higher score is awarded if you manage to destroy your own space craft and escape in the alien ship. Points are also awarded for each alien unit destroyed and each human unit which escapes from the planet.

CONTROLS

By placing the cursor over a unit and pressing fire a status report will be displayed in the message window. If current orders are satisfactory then press fire again. If not move the cursor to a new target destination and press fire again.

The cursor will automatically move to the next unit in sequence although you can pass through units with current orders to the next unoccupied unit by pressing N.

Your units will automatically defend themselves if they are attacked and will always choose the target to fire at. You cannot select the target.

PRE-SET KEYS FOR SPECIAL FUNCTIONS

N   Moves cursor to next stationary unit for orders.
R   Centres screen display on each radar unit in sequence to show the surrounding area on screen.
F   Pause (toggle)
V   Save game
E   Used with an explosive unit to explode the unit. (Y/N protection to safeguard against accidental use.) If used when a human unit is adjacent to a space ship entrance controlled by the player, the unit will embark onto the space ship.
T   If the cursor is over a space ship controlled by the player pressing T will cause the ship to take off and go immediately into End game sequence.

Standard joystick control with keyboard option offering redefinable keys.

LOADING INSTRUCTIONS

Amstrad 464 – Press CNTRL and small ENTER.
Amstrad 664/6128 – Type ITAPE and press RETURN. Press CNTRL and small ENTER.